

[illegible]

Abstract of Disclosure

A method for a user to play a game stored on a first mobile communication device over a mobile communication network includes connecting the first mobile communication device to a server of the mobile communication network in order to play the game over the mobile communication network and disconnecting the first mobile communication device with the server when the game is finished. The user of the mobile communication device can play games with other players or with computer-simulated players through the server to make the game more enjoyable and to provide revenue-earning opportunities to owners of mobile communication networks.

Figures